

City of Mesa, Arizona



Parks & Recreation Adult Sports Rules & Regulations

Kickball

5/21/2013

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General Information

Welcome to the City of Mesa. Thank you for participating in the Adult Kickball program.

This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our Sports Office are important in making this program a success.

On behalf of our Department, we would like to wish your team a successful season.

A. Sports Office

All adult sports operations are conducted at 200 S. Center St., Bldg. #1, Mesa, AZ 85210. We are open from Monday–Thursday, 7am- 6pm, 480-644-2352, fax 480-644-2698, 24 hour drop box available. Mailing address is P.O. BOX 1466, Mesa, AZ 85211.

League Programmer: Carmen Rodriguez, carmen.rodriguez@mesaAz.gov, 480-644-5308.

B. Field Locations

<u>Park</u>	<u>Address</u>	<u># of Fields</u>
Quail Run Soccer Complex	4155 E. Virginia St. (202 & Greenfield)	4

C. Park Hours

City of Mesa parks close at 10:30p.m. There is no socializing allowed in the parking lots or ball field areas after 10:30pm.

E. Alcohol/Smoking

Alcoholic beverages and smoking is **not** allowed at any park at any time without a permit. Teams are responsible for their spectators.

First Offense: Team: Forfeiture of current & next ball game.

Player: Suspension for a week.

Second Offense: Team and/or Player dropped from the league.

F. Weather

Game (field) conditions sometimes change very suddenly – we will try our best to keep you informed. If there is any doubt as to whether or not the field is in playable condition, it is the coach's responsibility to call our **RAIN LINE** (480-644-2765) after 3:00 pm and inform your team.

League and tournament games that are rained out **will** be rescheduled as soon as possible. Your make-up schedule will be posted on our website. Make-ups can be held on any day, including Saturdays.

G. Insurance

Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for participants or spectators.

H. Evaluations/Complaints

Written complaints will be accepted only within 24 hours of the incident for review. Please email complaints or recommendations to [Carmen Rodriguez](#) or drop it off at our Sports Office. Teams are encouraged to use the flipside of the score sheet to evaluate their game/umpire (s). Please do so in a professional manner.

Getting Started

A. Identification

All participants must carry a photo ID during league and tournament play. (Due to player protest.)

B. Age

All participants (men & women) must be 18 years old or older by their first game of the season.

C. Classification of Teams

There is only one classification of teams in Kickball; Recreational. All teams are to have a good time and show good sportsmanship.

D. Rosters

A player must be on a team's roster to play in any game. The team coach must submit a team roster before registering or within 24 hours of registering. A player may be added or dropped to a roster through the 3rd week of the season. All final rosters and drop/add forms must be signed by all players.

1. PRCF staff may randomly call on team rosters to check for player validity. Any player information which is not correct on a team's roster could result in the dismissal of that player or team from the league, coaches should at all times keep up-to-date records of their team's roster.
2. Players cannot play on more than one kickball team on the same night. If a player is caught doing this, they may be suspended for the season and tournament. Any game that player played on will be a forfeit. Games will be overturned if necessary!
3. If during a game a team would like to roster check another team, they must request a roster check directly with the umpire. The decision to roster check is not the responsibility of the umpire.

E. Schedules

Once your league fills and your team's roster is submitted, schedules will be available on-line at the following web address (www.mesaaz.gov/adultsports). If you cannot locate your schedule, please call our Sports Office.

1. Make sure our office has a correct e-mail address for your team at all times. Your team will be notified of any changes or updates by email.
2. Make-up games are not guaranteed on your same night of play, game times, etc. In some cases, teams may be required to play at a different park on nights not normally scheduled.

F. League Standings

Team standings are available after the first week of your team's season. Standings will be posted on the Adult Sports website weekly at www.mesaaz.gov/adultsports. A copy of the league standings will also be available to view at each your park.

League standings are determined by:

1. Teams with the best record or win percentage.
2. If teams are tied in the final standings, top positions will be determined by head to head comparison (Head to Head comparison is based on how many games teams won/lost against each of the tying teams).
3. For teams still tied after head to head comparison, the team with the highest total run differential will take the higher position in the standings (Run Differential is total runs scored against each of the tying teams).
4. If teams are still tied. Run differential will be used against all teams in the league.
5. If teams are still tied, a coin flip will determine winner.
6. A team that has forfeited any game will automatically take the lowest position in the standings.

Things to Know

A. Drop/Add

How to drop or add players to your roster (players may only play on one league per night):

1. Fill out [Drop/Add form](#) (please visit our [website](#) or get one from any site supervisor)
2. All forms must be signed by staff to be official.
3. Submit your Drop/Add form to:
 - A) Sports Office, Monday - Thursday from 7 a.m. to 6 p.m. (24 hour drop box available!)
 - B) [Email Carmen](#)
 - C) Fax (480-644-2698, no cover page necessary)
 - D) Site supervisor at your sports field

B. Uniform

No team uniform rule. Dress appropriately.

C. Steel/Metal Cleats

No steel or metal cleats are allowed. Cleats must be of nylon or rubber substance on a single sole (no football or track shoes). Shoes with detachable cleats that screw on are not permitted. Shoes with detachable cleats that screw **INTO** the shoe are permitted.

D. Jewelry

Casts & splints must be padded. Exposed jewelry which is judged by the umpire to be dangerous, must be removed and not worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

E. Pre-Game Procedures

In order to remain on schedule, it is necessary that each team be responsible for the following:

1. Arrive for scheduled game at least 10 minutes prior to game time.
2. Score sheet will be passed between teams. Locate score sheet for your game.
3. Lineups should be completed at least 10 minutes before scheduled game time.
4. Umpires will start the games with a pregame meeting.

F. Umpires

The City of Mesa schedules 1 umpire per game. If for any reason there is no umpire at your game site, don't panic, another umpire will arrive as soon as possible.

G. Tournament

Overall season record or win percentage will determine the league champion in each division.

All teams will play in a post-season single elimination tournament. The Sports Office reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of the program.

H. Awards

Awards will be given to teams based on how each team fared during regular league play and tournament.

1. **League 1st place:** T-shirts
2. **Tournament 1st place:** Team plaque

Playing Rules

These rules are in addition to the World Adult Kickball Association (WAKA) rules.

A. Game & Innings

All games in kickball (division and league tournaments) are 7 innings or 50 minutes, whichever comes first. The championship game for any tournament will be a full 7 innings (Exception: inclement weather) regardless of time. (The run rule is still in effect.)

Regulation Game: A game called by the umpire shall be regulation if four or more innings have been played, or if the team second to kick has scored more runs in three or more innings than the other team has scored in four or more innings. A game not considered regulation will be made up at the exact point where it was stopped.

Innings: Three outs by a team constitute a half-inning. AN OUT IS:

1. A count of 3 strikes or 2 foul balls, after 2 strikes
2. Kickers start with a 0-and-1 count, one to Waste
3. A runner touched by the ball at any time while not on base.
4. A force out at any base.
5. Any kicked ball, fair or foul, that is caught before touching the ground.
6. A runner advancing off the base before the ball is kicked.

B. Lineup

A team must have at least 8 players ready to start a ball game (4 male/ 4 female). Every attempt should be made to have at least 10 players at every game. Teams may have up to 20 kickers (a maximum roster). The kicking order must alternate male/female or female/male, except when women exceed men, but at no time may two males kick back-to-back.

If a team does not have 8 players or a legitimate male-to-female ratio to start a game, a 10-minute grace period can be given at the discretion of the other team's manager; with the awareness that the 50-minute game clock has started. If both teams have fewer than 8 players or an improper male-to-female ratio, both teams will have up to 10 minutes to field their teams. After 10-minutes, if one or both teams still do not have 8 players or the proper male-to-female ratio, the game will be forfeited, which may include a double forfeit. All forfeits will be assessed a \$10 Forfeit Fee per game.

All substitutions must always be male-for-male, female-for-female or female-for-male, for both the defensive lineup and the kicking order.

If an injury to a female creates an unbalanced ratio of more male players than female, an excess male player CANNOT replace the injured female in the kicking order nor in the defense. To maintain 10 players on the field, a female must replace a female. If an injury to a female or a missing female creates less than 10 players on the field, you may play with more males than females, but still only a maximum of 5 males. If injuries limit the players to 7 or less, the game shall be forfeited. Injured players are not eligible to return for the remainder of the game.

C. Run Rule

If a team is ahead by 15 runs after the third inning or 10 runs anytime after five innings that team will be declared the winner.

D. Defensive Player Position

Male players in the infield, outfield or pitcher/catcher positions may not exceed the number of females in those positions, except when an injury to a female player creates a vacancy in the defense. However, the ratio rule still applies in all areas except where the vacancy occurs. At least one female is required in each defensive area, even where the vacancy occurs.

E. Pitching Rules

Bouncies are allowed. A pitch that bounces 1 foot or higher (umpire's discretion), at or through the plate, will be a ball. The ball must also touch the ground at least twice before reaching home plate.

The pitcher must release the ball by hand using a continuous underhand forward bowling motion while on the 1st base – 3rd base diagonal. One foot must be in contact with the pitching rubber when the ball is released and remain inside the pitcher's circle until the ball is kicked. No side throws allowed and the ball cannot be more than 6 inches from the body when it passes the pitcher's hip during the forward motion. If the infraction is called the umpire will call dead ball & rule it a ball. Please call or email the sports office if you have any questions on this rule.

The catcher must field behind the kicker and cannot cross home plate or the kicker until the ball is kicked. At no time can the catcher impede the progress of the kicker prior to the kick. Catcher interference will result in a ball being called.

No infielder may cross the 1st base – 3rd base diagonal until the ball is kicked. No outfielder may cross the outer restraining line until the ball is kicked. If as a result of a player crossing a line too early they are able to tag or throw out a runner, the umpire may rule the runner safe.

F. Balls, Strikes & Fouls

Balls and strikes will be called (up to 3 strikes/4 balls). Kickers start with a 0-ball and 1-strike count. The strike zone is defined as home plate (18 inches) and less than 1 foot above the plate. The entire width of the ball may be to the side of the plate as only the edge of the ball needs to touch home plate in order to be called a strike. Two foul balls after strike two will be an out.

1. A Strike is:

- A) A ball pitched legally through the strike zone that is not kicked.
- B) An attempted kick that misses a legally/illegal pitched ball
- C) A kick in fair territory made in front of home plate w/ the plant foot outside the kicker's box.
- D) A foul ball when the strike count is less than two or a foul ball after two strikes.

2. A Ball is:

- A) A pitch outside the strike zone.
- B) An illegal pitch – a ball that is higher than one foot in the strike zone or released after the pitcher has left the 1st base – 3rd base diagonal.
- C) A ball entering the strike zone from the side. The ball must enter the front of the strike zone.

3. A Foul is:

- A) A kick landing out of bounds without returning on its own to fair territory before being touched or before passing 1st or 3rd base;
- B) A kick landing in bounds, but traveling out of bounds on its own at any time before being touched or before reaching first or third base. (Any ball, in flight or on the ground, that is touched over fair territory by a player before it goes out of bounds is automatically in play);
- C) A kicked ball touched or stopped by the kicker in foul territory after the initial kick;
- D) A kicked ball in flight over foul territory touched by a fielder and not caught;
- E) A fair kick that is made above the knee.

4. Bunting is allowed.

G. Kicking

All kicks must occur at or behind home plate and within the kicker's box. If any portion of the kicker's plant foot is touching home plate or the kicker's box, the kick is legal. If the entire plant foot goes beyond home plate or the kicker's box, the kick will be illegal and called a strike. A legal kick can come from any part of the kicker's leg below the knee, but can only be touched once by the kicker.

H. Adding Kickers

A team may add kickers at any time during the game unless an ejection has occurred, resulting in the lineup being frozen. (Be sure to add players to the score sheet.) If a team is unable to maintain the kickers added after the game begins, then that spot in the kicking order will be skipped over with no penalty to the team unless vacancy was created by ejection. Teams must maintain a minimum of 8 players at all times.

I. Base Running

Leadoffs or stealing is not allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.

A runner will be called out if they are hit or touched with a ball below the shoulders, while not on a base. Any upright runner hit above the shoulders with a thrown ball is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be out. Umpires have discretion on any ball thrown hard when the defender is close to the runner or if malice is detected, regardless of what position the runner is in. A runner will be called out if they are hit anywhere with a ball kicked by the kicker (teammate).

Overthrow rule applies only if the ball travels out-of-play. Out-of-play occurs when the ball goes into a dugout, over the fence in foul territory, into a designated out-of-play area or contacts an object or area outside of the field, such as a tree, a body of water, a sidewalk, etc. Runner(s) advance to the base en route, plus one, when the overthrow occurs, not when the overthrow is called.

J. Courtesy Runner

If requested, the last player of the same gender to be put out will be the new courtesy runner. Maximum one runner per inning, regardless of gender. Exception: Same kicker same inning or non-player.

K. Walks

In the event a pitcher walks a male kicker (intentional or not), kicker will be awarded second base. The female kicker following in the kicking order will be required to kick, unless there are two outs. At this time the female kicker will have the option to kick or walk.

L. Sliding

Allowed, **NOT** required! Players should be careful.

M. Appeal Play

An appeal play is a play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next pitch.

N. Tie Games

In the event of a tie game after 7 innings or the 50-minute time limit (whichever comes first), each team will pick 2 players (one male, one female) and have a wheel barrel race. The race will start at 1st base and end at 2nd. Player standing must hold the other teammate between the ankle and kneecap. The umpire will be the judge. To win, both players must cross the finish line.

O. Forfeits

A forfeiting team must pay a \$10 forfeit fee to the Sports Office before their next scheduled game.

Umpires and night supervisors **will not** accept payments! **No further notification** to pay this forfeit fee will be given. A team who exceeds their 2 game maximum limit may be dropped from the league without a refund. Please call our Sports Office if you know your team is going to forfeit.

Forfeits will be declared for one or more of the following infractions:

1. If a team does not have 8 players or a legitimate male-to-female ratio to start a game, a 10-minute grace period can be given at the discretion of the other team's manager; with the awareness that the **50-minute game clock has started**. If both teams have fewer than 8 players or an improper male-to-female ratio, both teams will have up to 10 minutes to field their teams. After 10-minutes, if one or both teams still do not have 8 players or the proper male-to-female ratio, the game will be forfeited, which may include a double forfeit. There shall be no opportunity to replay the game.
2. Illegal/suspended players (**players not on a roster, players using assumed names, or ineligible players**) participating. Teams using illegal or ineligible players will have games declared forfeits.
3. Misconduct in the program before, during or after a game.
4. Failure to submit a legal roster prior to registration or within 24 hours of registering.
5. Failure to show up to games on time.

P. Protests

Only rule interpretation will be justifiable for protest and not an umpire's decision on a call. If a team protests:

1. The team coach must make the protest before the next pitch to the next kicker.
2. **The team coach must make sure that the umpire informs the opposing coach and records the protest on the official score sheet before the next pitch.**
3. All protests must be made in accordance with City of Mesa & WAKA rules.

Ineligible player protest must be made during the ball game with the umpire. No protest will be accepted after the completion of the game.

Q. Conduct

Every person (staff/player/spectator/anyone with a pulse) is to show good sportsmanship. Every person is responsible for their actions whether they were provoked or were the ones provoking.

Some forms of unsportsmanlike conduct will warrant automatic ejection. **Abusive and or vulgar/foul (swearing) language will not be tolerated!** Ejections may also occur without an umpire warning and may be carried over from one season to another!!!

1. **Any person ejected from a game will automatically be suspended for a minimum of 1 week from all City of Mesa Sports Leagues (Yes, this includes softball, volleyball and flag football!!!!).** This is in addition to the game in which the player was suspended, plus probation for the remainder of the season.
2. No person shall:
 - A) Threaten another person.
 - B) Lay a hand upon, shove, or strike another person.
 - C) Be guilty of objectionable demonstrations of dissent at umpire's decision.
 - D) Refuse to abide by umpire's decision.
 - E) Be guilty of physical attack upon any other person.
3. Any person ejected from a game must leave the park immediately. Refusing to leave premises is considered trespassing. Any person refusing to immediately leave the park will have suspension extended and police will be called!
4. **If police are called, ejected player will be suspended for the entire season from all City of Mesa Sports Leagues. If we are 4+ weeks into the season, then the player will be suspended for the following season as well.**
5. **Standings will be adjusted to reflect automatic forfeits.** The league coordinator reserves the right to make the final decision in all matters.

R. Other

1. Suspension of play:
 - A) When, in the judgment of the umpire, all immediate play appears completed, the umpire should call time.
 - B) Some out-of-play areas will be marked, but the umpire can rule any out-of-play at his/her discretion, especially for the safety of players and spectators.
2. Official baseball/softball rules will apply when pertaining to;
 - A) Fair vs. foul ball, once kicked.
 - B) Tagging up.
 - C) The base line.
 - D) Infield Fly.
 - E) Base coaches.